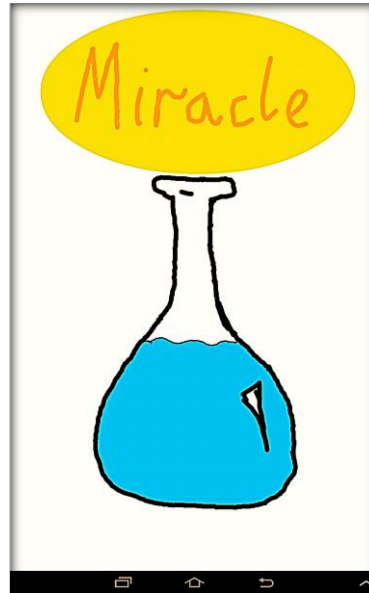


## Broadcast component mini-game RE Year 9

This game helps the pupils identify what broadcasting is and how it could be used. It is useful to describe broadcasting as transmitting a message which will be received by another object to be used in the program.

In this game, the miracle at the wedding at Cana is shown (as two looks). When you tap the 'miracle' button a message is transmitted to change the look to show that water turned into wine.

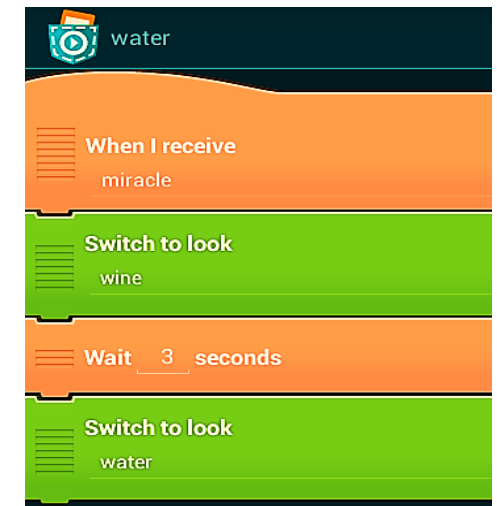
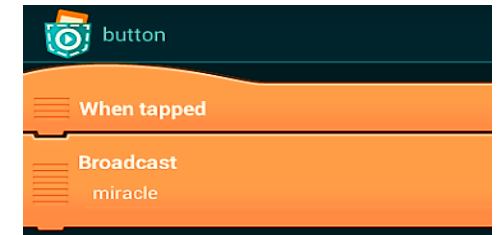


Once you have created all the objects – and look, add the following bricks to the button object:

**Control = When tapped**  
**Control = Broadcast \_\_\_\_**  
 (Name the message)

Add the following bricks to the water bottle object:

**Control = When I receive**  
 (Message name)  
**Looks = Switch to look – wine**  
**Control = Wait 3 seconds**  
 (so that it returns to show it again)  
**Looks = Switch to look – water**



1. Create your first object by drawing an image of a bottle of water. Add a look, by going into the *looks* category, press and hold the image – this will allow you to copy the bottle. You may now edit the bottle to represent water turning into wine.
2. Draw a button object, saving the whole screen in Pocket Paint.

